

Amendments to the Claims:

Re-write the claims as set forth below. This listing of claims will replace all prior versions and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method for rotating an image for display on a display device comprising:
 - (a) receiving a command to rotate a source image ~~located in off-screen memory~~;
 - (b) defining the source image as a texture;
 - (c) calculating the vertices of a rotated destination area; and
 - (d) mapping the source image as a texture into the rotated destination area.
2. (Previously presented) The method of claim 1 including the step of tessellating the source image into a plurality of primitive vertices.
3. (Original) The method of claim 1 including the step of receiving one of user selected screen orientations that includes at least one of a 90 degree, 180 degree and 270 degree orientation.
4. (Original) The method of claim 1 including the step of using a different instruction set for each of a plurality of selected screen orientations to initiate the step of calculating the primitive vertices of the rotated destination area.
5. (Original) The method of claim 2 wherein the primitive vertices are one of triangle and rectangle vertices such that 3D rendering with texture mapping is used to rotate the source image based on the received rotation command.
6. (Original) The method of claim 1 including the steps of:
 - storing the source image as a bit map image in off- screen memory;
 - calculating the rotated vertex information for use in 3D rendering;
 - mapping source image as a texture into display memory; and

storing the rotated image into display memory.

7. (Currently amended) A method for rotating an image for display on a display device comprising:
 - (a) receiving, through a driver, a command to rotate a source image;
 - (b) receiving and storing, by a driver, the source image in ~~off-screen~~ memory;
 - (c) calculating, by a driver, the primitive vertices of a[[the]] rotated destination area; and
 - (d) mapping, using the 3D engine, the source image as a texture into the rotated destination area.
8. (Original) The method of claim 7 including the step of receiving one of user selected screen orientations that includes at least one of a 90 degree, 180 degree and 270 degree orientation.
9. (Original) The method of claim 7 including the step of using a different instruction set for each of a plurality of selected screen orientations to initiate the step of calculating the primitive vertices of the rotated destination area.
10. (Original) The method of claim 7 wherein the primitive vertices are one of triangle and rectangle vertices such that 3D rendering with texture mapping is used to rotate the source image based on the received rotation command.
11. (Original) The method of claim 7 including the steps of:
 - storing the source image as a bit map image in off- screen memory;
 - calculating the rotated vertex information for use in 3D rendering;
 - mapping source image as a texture into display memory; and
 - storing the rotated image into display memory.
12. (Previously presented) The method of claim 7 including the step of tessellating the source image into a plurality of primitive vertices.

13. (Currently amended) A storage medium comprising:
memory containing executable instructions that when read by one or more processing units, causes the one or more processing units to:
provide a user interface to select a screen rotation angle; and
~~receive a command to rotate a source image; and~~
define a coordinate transformation to calculate a[[the]] rotated destination for mapping of the source image, in response to the selected screen rotation angle, to facilitate rotation of the source image using a 3D rendering engine.
14. (Original) The storage medium of claim 13 including memory containing executable instructions that when read by one or more processing units, causes the one or more processing units to receive one of user selected screen orientations that includes at least one of a 90 degree, 180 degree and 270 degree orientation.
15. (Original) The storage medium of claim 13 containing executable instructions that when read by one or more processing units, causes the one or more processing units to use a different instruction set for each of a plurality of selected screen orientations to initiate defining the vertex coordinate transformation for the mapped source image.
16. (Original) The storage medium of claim 13 including memory containing executable instructions that when read by one or more processing units, causes the one or more processing units to tessellate the source image to determine the primitive vertices.
17. (New) A method for rotating an image for display on a display device comprising:
(a) defining a source image to be rotated as a texture;
(b) calculating the vertices of a rotated destination area; and
(c) mapping the source image as a texture into the rotated destination area.
18. (New) An apparatus for rotating an image for display comprising:
a first processor operative to receive an image rotation request for a source image; and

a second processor, operatively responsive to the image rotation request, to map the source image as a texture into a rotated destination area based on calculated primitive vertices of the rotated destination area.